

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A system for managing the transmission of data from at least one data source to a remote destination, the system comprising:

an input interface to receive a plurality of message objects generated from data from at least one data source;

a transport interface to a transport layer; and

a communication engine, communicating with the input interface and the transport interface, the communication engine buffering the message objects ~~for~~ prior to transmission to the remote destination via the transport layer.

2. (original) A system according to claim 1, wherein the at least one data source comprises a network.

3. (original) A system according to claim 2, wherein the network comprises at least one server.

4. (original) A system according to claim 3, wherein the network comprises a local area network.

5. (original) A system according to claim 1, wherein the transport layer comprises a Transport Control Protocol layer.

6. (original) A system according to claim 1, wherein the remote destination comprises a storage host.

7. (original) A system according to claim 1, wherein the communication engine queues the message objects in at least one output buffer.

8. (original) A system according to claim 1, wherein the at least one data source comprises a plurality of data sources.

9. (original) A system according to claim 8, wherein each of the data sources is associated with at least one corresponding session.

10. (original) A system according to claim 9, wherein the communication engine binds at least one session to at least one of a plurality of connections to the remote destination.

11. (original) A system according to claim 10, wherein the communication engine binds more than one session to at least one of the connections to the remote destination.

12. (original) A system according to claim 1, wherein the buffering of the message objects is performed at least in part according to a state of a message completion port.

13. (currently amended) A method for managing the transmission of data from at least one data source to a remote destination, the system comprising:

receiving data from at least one data source;

transforming the data to a plurality of message objects; and

buffering the message objects ~~for~~ prior to transmission to the remote destination via a transport layer.

14. (original) A method according to claim 13, wherein the at least one data source comprises a network.

15. (original) A method according to claim 14, wherein the network comprises at least one server.

16. (original) A method according to claim 15, wherein the network comprises a local area network.

17. (original) A method according to claim 13, wherein the transport layer comprises a Transport Control Protocol layer.

18. (original) A method according to claim 13, wherein the remote destination comprises a storage host.

19. (original) A method according to claim 13, wherein the step of buffering the message objects comprises a step of queuing the message objects in at least one output buffer.

20. (original) A method according to claim 13, wherein the at least one data source comprises a plurality of data sources.

21. (original) A method according to claim 20, wherein each of the data sources is associated with at least one corresponding session.

22. (original) A method according to claim 21, further comprising a step of binding at least one session to at least one of a plurality of connections to the remote destination.

23. (original) A method according to claim 22, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

24. (original) A method according to claim 13, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

25. (currently amended) A database, the database receiving data from at least one data source via a method comprising:

receiving data from at least one data source;

transforming the data to a plurality of message objects; and

buffering the message objects ~~for~~ prior to transmission to the database via a transport layer.

26. (original) A database according to claim 25, wherein the at least one data source comprises a network.

27. (original) A database according to claim 26, wherein the network comprises at least one server.

28. (original) A database according to claim 27, wherein the network comprises a local area network.

29. (original) A database according to claim 25, wherein the transport layer comprises a Transport Control Protocol layer.

30. (original) A database according to claim 25, wherein the database comprises a storage host.

31. (original) A database according to claim 25, wherein the step of buffering the message objects comprises a step of queuing the message objects in at least one output buffer.

32. (original) A database according to claim 25, wherein the at least one data source comprises a plurality of data sources.

33. (currently amended) A database according to claim ~~33~~ 25, wherein each of the data sources is associated with at least one corresponding session.

34. (original) A database according to claim 33, wherein the method further comprises a step of binding at least one session to at least one of a plurality of connections to the remote destination.

35. (original) A database according to claim 34, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

36. (original) A database according to claim 25, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

37. (currently amended) A message object, the message object being generated according to a method of:

receiving data from at least one data source; and

transforming the data to a plurality of message objects in a communication engine; and

buffering at least one of the message objects for prior to transmission to a remote destination via a transport layer.

38. (original) A message object according to claim 37, wherein the at least one data source comprises a network.

39. (original) A message object according to claim 38, wherein the network comprises at least one server.

40. (original) A message object according to claim 39, wherein the network comprises a local area network.

41. (original) A message object according to claim 37, wherein the transport layer comprises a Transport Control Protocol layer.

42. (original) A message object according to claim 37, wherein the remote destination comprises a storage host.

43. (original) A message object according to claim 37, wherein the step of buffering the at least one message object comprises a step of queuing the at least one message object in at least one output buffer.

44. (original) A message object according to claim 37, wherein the at least one data source comprises a plurality of data sources.

45. (original) A message object according to claim 44, wherein each of the data sources is associated with at least one corresponding session.

46. (original) A message object according to claim 45, wherein the method further comprises a step of binding at least one session to at least one of a plurality of connections to the remote destination.

47. (original) A message object according to claim 46, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

48. (original) A message object according to claim 37, wherein the step of buffering the at least one message object is performed at least in part according to a state of a message completion port.